

Operation Gothic Serpent

Winning and Losing

The game will last for exactly two hours; we will be playing two games one starting at 1100 and the second starting at 1400.

The game doesn't have winners and losers as all the players are on one side, your job is to fulfil your mission objectives and keep your men alive. This means that if anyone is wounded you must get them stabilised and then extract them, it's part of the Ranger Creed to "Leave No Man Behind".

The Game System

The game system is a heavily simplified version of our house rules for fighting modern battles.

If you want to do anything then the procedure is simple, roll two dice for the team acting and check how many have rolled under the target number.

Rangers and Mogadishian Technicals succeed on a four or less; Delta and SEALs succeed on a five or less; Mogadishian Clumps succeed by rolling less than the number in the clump.

There are no rulers or measuring required in the game. In this crowded urban environment all movement is block by block, street by street, house by house or room by room and the limit on ranges is line of sight.

Forces

Each type of force available to the US players is divided into teams that can act independently.

Ranger Chalks

A Ranger Chalk is split into four teams, a one man command section, a two man heavy support section, and two five man fire teams.

Delta

The Delta Forces are divided into four two man teams. The Snipers are different in that each sniper acts independently effectively giving you two one man teams.

CCAR

The CCAR Team is divided into two teams, a two man SEAL team and a three man Delta team.

Mogadishian Clumps

A Mogadishian Clump is a group of up to four Mogadishians loosely acting as a team.

Mogadishian Technicals

A Mogadishian Technical is a single car mounting some form of heavy wepon and festooned with Mogadishians.

Setup

The Mogadishian targets are placed in the house to be discovered.

Each Chalk is placed at the corner of the target house's block. Chalk one is placed a block away with a man down initially, the others are on target.

Delta Teams are placed at the front and back of the target house as their players see fit.

The convoy is placed behind the Olympic Hotel.

Eight clumps of four Mogadishians are placed two streets away from the target house in random locations.

In the first turn the Brown Out caused by the hovering helicopters means everyone counts as in cover.

Turn Sequence

1. US Forces act by team.
2. Mogadishians act.
3. US Support acts.
4. Mogadishians reinforcements.

US Teams Act

Each team can take one action a turn. Each player completes an action with any one team then a second and so on until all teams have acted. Delta may combine two teams to make a single team for room takedown. Players all act together.

Mogadishians Act

Each Mogadishian clump on the table takes a check to determine what it does.

0: If in contact attack otherwise dither about indecisively.

1: If in contact attack otherwise perform Fire Action.

2: Move one block towards the nearest US forces, if contacted attack.

US Support Acts

All Little Birds in the holding box are placed in the available box and their cards put back in the support deck from the holding deck.

Each US team with a support card places the support element where they fancy and performs a single Support Check with it, then hands the card back.

Little Birds go first, then Black Hawks and finally the convoy. Every HUMVEE in the convoy makes a fire action at the closest target followed by a single move action for the convoy as a whole as directed by the player with the Convoy support card.

Little Birds go into the holding box and their card into the holding deck, Black Hawks are left on station and their cards go back into the Support Deck. The convoy remains on table and its card is available next turn.

Mogadishian Reinforcements

Each US player makes a Mogadishian Reinforcement check and that many Mogadishians appear on the closest board edge as determined by a direction dice.

Actions

Call Support

0: None available.

1: Support available if Team Leader.

2: Support available.

If successful the player is dealt a support card indicating which Black Hawk or Little Bird is available to them in the support phase, once all the cards are gone they are gone.

Any team with the convoy can request the Convoy Support Card instead.

Fire

0: Target ducks back if fire includes an M60 otherwise target reacts.

1: Target takes a casualty if fire includes an M60, Sniper Rifle, LAW, RPG or not in cover or counting as running. Target ducks back if fire includes an M60, Sniper Rifle, SAW, LAW or RPG.

2: Target wiped out if fire includes an M60 or a technical wiped out by a LAW, otherwise takes a casualty. US ducks back, Mogadishians regroup a block back from the firing.

Medic

0: Dead, body must be retrieved.

1: Stable, casualty must be secured in cover and may not be left unattended.

2: Patched up, casualty rejoins the fight.

This action is taken by the US forces immediately they take a casualty.

Melee

- 0: Attacker takes a casualty.
- 1: If the attacker outnumbered the target they take a casualty.
- 2: Attacker causes a casualty and must retreat a block.

Move

- 0: If in cover then no move.
If in open then position anywhere on current street.
 - 1: If in cover then move to next building.
If in open then enter building of choice in current street or move to next street.
If in convoy then move to anywhere in the next street.
 - 2: If in cover then move to any building in current block
If not in cover then enter building of choice in current street.
If in convoy move to anywhere up to two streets away
- Delta Snipers position the Black Hawk wherever its needed, this does not count as an action for them.*
- If a move takes a team into line of sight of an enemy they may immediately react.*

React

- 0: US duck back, Mogadishians regroup a block away.
- 1: Immediate fire action.
- 2: Target may perform a single action.

Reinforcements

- 0: If fired this turn one clump of four Mogadishians.
 - 1: One clump of four Mogadishians.
 - 2: If fired this turn one Mogadishian Technical, otherwise two clumps of four Mogadishians.
- Initially the check is against a target of two, events during the game will cause this target number to climb.*

Support

- 0: Mogadishian clump takes casualty if Little Bird used. Mogadishian clumps regroup a block away.
 - 1: Mogadishian clump wiped out if Little Bird used otherwise take casualty and regroup a block away.
 - 2: Mogadishian clump wiped out.
- Little Birds make attack runs, once used they must spend a turn in the holding box before becoming available again.*

Take Down

- 0: Target gets fire action.
 - 1: If four Delta the room taken and prisoner secured otherwise target gets fire action.
 - 2: Room taken and prisoner secured.
- Occurs immediately a team enters a room with occupants.*